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Title: - Layout managers

Problem Statement: - Write a program in Java to illustrate different types of Layouts using AWT

1) Border Layout 2) Grid Layout

import java.awt.GridLayout;

import java.awt.Frame;

import java.awt.BorderLayout;

import java.awt.Button;

public class study\_grid\_layout extends Frame{

public static void main(String[] args)

{

study\_grid\_layout Aobj= new study\_grid\_layout();

}

public study\_grid\_layout()

{

setTitle("Study of Grid and Border Layout class");

setVisible(true);

setSize(400,500);

setLocation(100,100);

//setLayout(new GridLayout());

//setLayout(new GridLayout(2,3)); // row 2 and coloum 3

//setLayout(new GridLayout(3,2)); // row 3 and coloum 2

setLayout(new GridLayout(2,3,10,15)); // row 2, coloum 3, Hgap 10, Vgap 15

setLayout(new BorderLayout());

add(new Button("1"),BorderLayout.NORTH);

add(new Button("2"),BorderLayout.SOUTH);

add(new Button("3"),BorderLayout.EAST);

add(new Button("4"),BorderLayout.WEST);

add(new Button("5"),BorderLayout.CENTER);

add(new Button("1"));

add(new Button("2"));

add(new Button("3"));

add(new Button("4"));

add(new Button("5"));

add(new Button("6"));

}

}